PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-00603GH
MEGA MAN™
LEGENDS
CAPCOM®

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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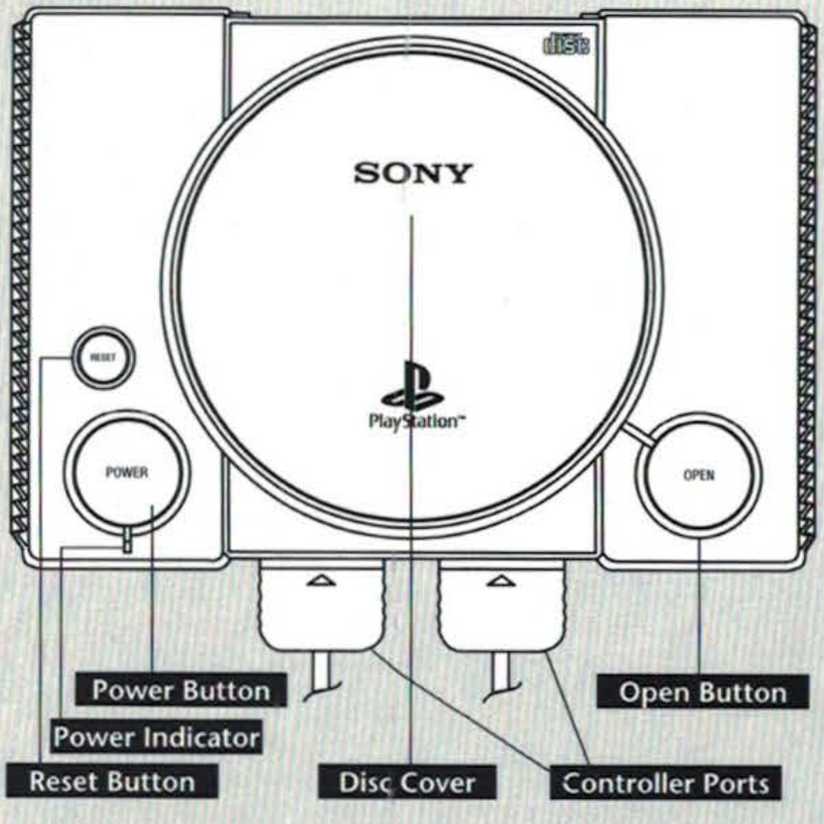
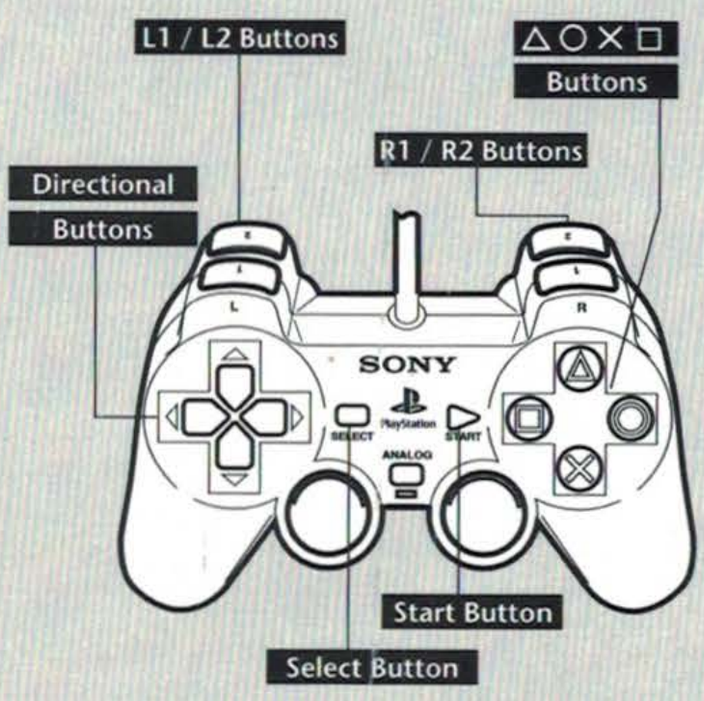




CONTROLLER

START button – At the Title screen, press the **START button** to begin game play. During play, press the **START button** to open menu screens, where you can select weapons, accessories and other items. Hold down the **SELECT button** while pressing the **START button** to reset the game.

SELECT button – During a mission, press the **SELECT button** to display a map of the caverns. This button can also reset the game when used in tandem with the **START button** (see above).

directional buttons – Move Mega Man forward, backward, left and right, slide, and highlight menu commands.

L1 and R1 **buttons** – Move Mega Man left and right, either while standing or while using the **directional buttons** to run or walk to the left/right.

R2 **button** – Engage weapon Lock On (see p. 11) for any currently selected and armed Right Arm weapon. Lock On mode is available while firing a weapon. When you're not firing, press the R2 button + the **directional buttons** ⬆/⬇ to look up and down to view your surroundings (you never know what might be crawling around on the ceiling).

L2 **button** – Not used in this game.

○ **button** – Use this button to search items.

□ **button** – Controls the Left Arm weapon.

⊗ **button** – Makes Mega Man jump during game screens and is the accept button during menu options.

△ **button** – Controls the Right Arm weapon during game screens and is the cancel button during menu options.

SPECIAL TECHNIQUES

WALK

Hold down the ○ **button**, then press the **directional buttons** in any direction to make Mega Man walk slowly. This is excellent for sneaking up on people.

HANG

When Mega Man jumps onto certain places he may hang or dangle from the edge while holding on with his hands. To pull him up, continue pressing the **directional button** ↑.

QUICK TURN

To quickly turn Mega Man around while walking, quickly press the **directional button** in any direction + the □ button. This is good to use when you are running away from enemies.

TARGET LOCK

When the Lock On function is ON (see p. 11) you can press the R2 **button** to lock onto enemies. As long as the enemy is in view this will automatically target the nearest enemy. This is especially useful when you are targeting fast moving enemies or enemies above the ground.

SIDEROLL

Press the ⊗ **button** to quickly roll to the side to avoid attack. When siderolling, Mega Man is invulnerable to attack but only until he is done rolling (so be careful).

ROLLER DASH

Once you acquire the Dash parts you can perform the Roller Dash. Press the □ **button** to begin charging up Roller Dash. Once you have charged up enough power you will begin to move. Use the **directional buttons** and the R1/L1 **buttons** to control Mega Man. To stop, release the □ **button**. This is useful for moving quickly between areas.

STORY

In a world covered by endless water...

People are forced to eke out a living on the small patches of land that remain above the sea. The people of this world rely on ancient technology driven by quantum refractors, a powerful energy source. These refractors lie in ancient ruins underground and in the sea and are sought out by explorers called "Diggers." These brave explorers are the sole source of refractor energy which has become a cornerstone of the emerging civilizations.

Originally, this was the Diggers' only purpose: to find refractors so that civilization would endure.

However over the years, the story of an incredible treasure, the legendary Mother Lode, began to be whispered among the Diggers.

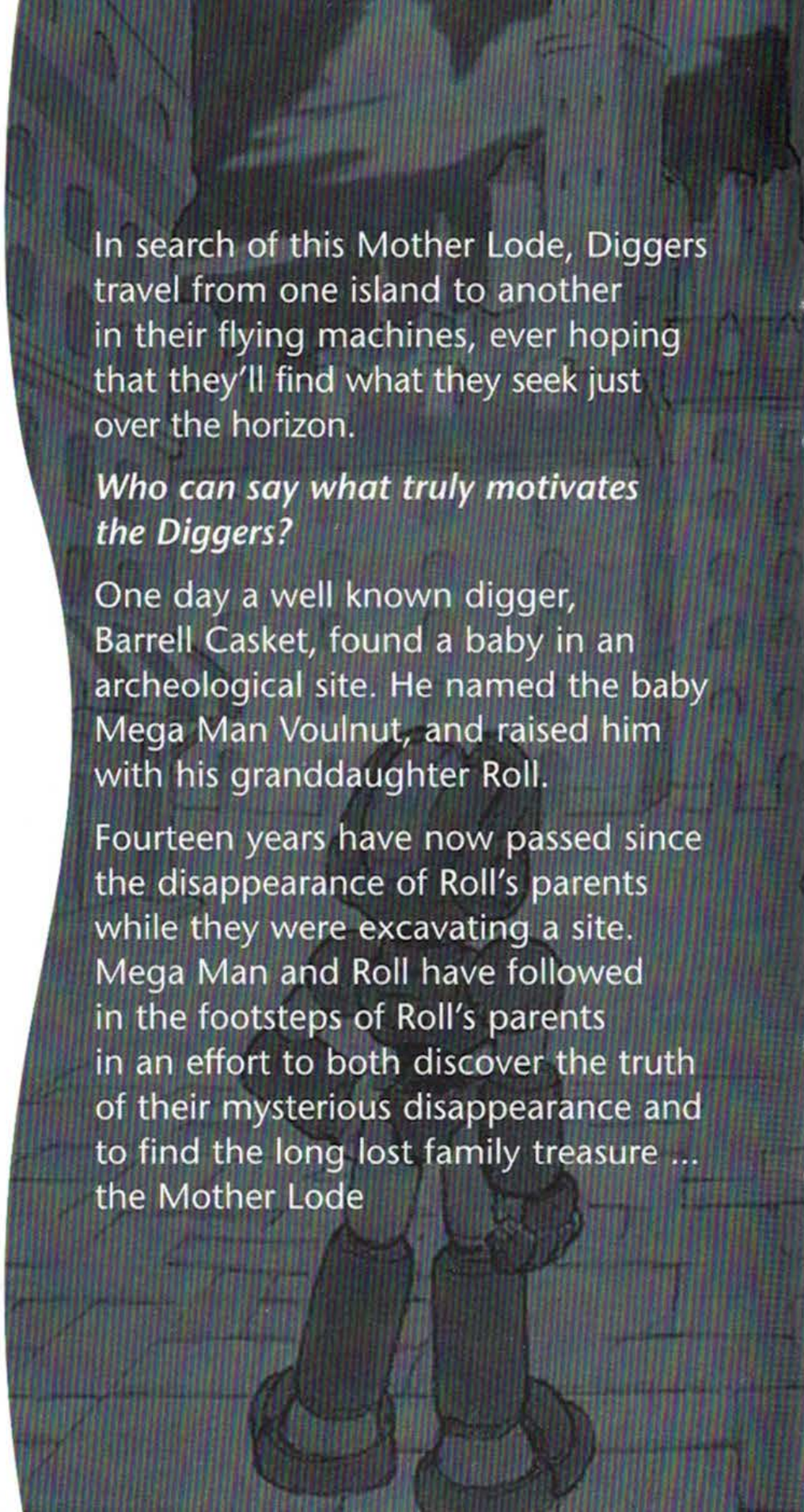
The Mother Lode ... a treasure so great that were it discovered, it would provide so much power that the world need never fear of running out of energy.

In search of this Mother Lode, Diggers travel from one island to another in their flying machines, ever hoping that they'll find what they seek just over the horizon.

Who can say what truly motivates the Diggers?

One day a well known digger, Barrell Casket, found a baby in an archeological site. He named the baby Mega Man Voulnut, and raised him with his granddaughter Roll.

Fourteen years have now passed since the disappearance of Roll's parents while they were excavating a site. Mega Man and Roll have followed in the footsteps of Roll's parents in an effort to both discover the truth of their mysterious disappearance and to find the long lost family treasure ... the Mother Lode

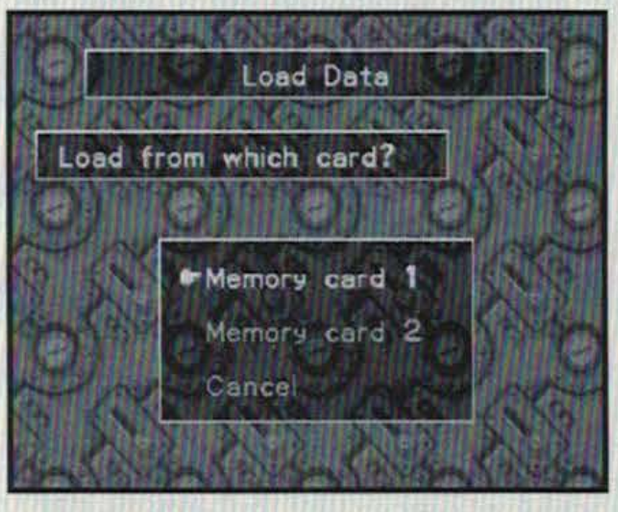


GAME START

Once the demo begins, press the **START button** to reach the Title screen. The Title screen lets you start a new game, load a saved game or configure options. Use the **directional buttons** to select your choice.

- With NEW GAME highlighted, press the ⊗ or **START button** to begin a new game.
- To load a saved game, use the **directional buttons** to highlight CONTINUE and press the ⊗ or **START button**. Assuming you want to continue, select YES to access any previously saved games (see Saving & Loading Games on this page).
- To see options, use the **directional buttons** to highlight OPTION, then press the ⊗ or **START button** to view the Options menu. In the Options menu you will be able to change the Operation settings, sound options, Lock On/Off, and Map On/Off.

SAVING & LOADING
(requires a memory card)



LOAD & SAVE

From the Title screen, highlight CONTINUE. Press the ⊗ or **START button** to continue, then highlight the saved game you want to load and press the ⊗ or **START button** to select it and begin loading.

SAVE

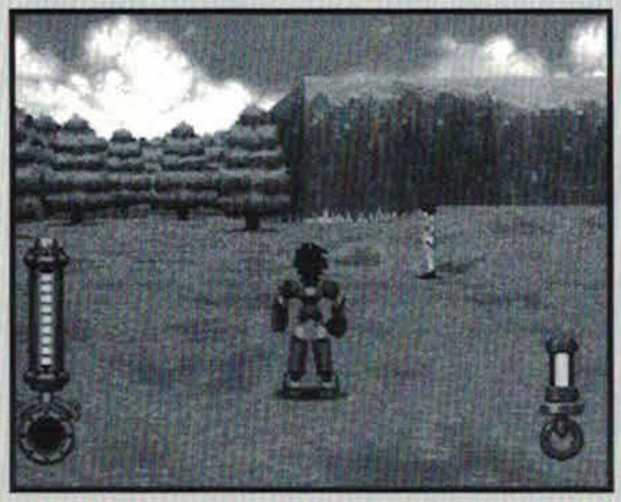
Throughout the game you can ask Data to call up the Save Game menu. While speaking with Data, highlight Save Game and press the ⊗ or **START button**. You can save as many as five different games, or you can overwrite a previously saved game by saving a new game to its menu location.

Note: Be careful not to turn your PlayStation® game console off or press reset while saving a game as it may erase other saved games.

GAME STAGES

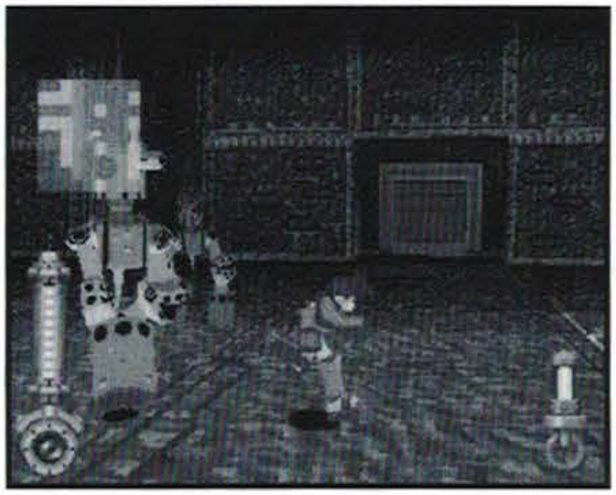
The world that Mega Man, Roll and Barrell explore is divided into Normal areas and Battle areas. You will progress through the game by fully using both areas.

NORMAL AREAS



In these areas, you can collect information and clues by talking and listening to people in the streets. It is in these areas where the storyline unfolds. You can not use weapons in these areas – only kicks.

BATTLE AREAS



In these dangerous areas, such as the underground caverns, you will meet and battle your enemies. Use your weapons or items freely to overcome these enemies and advance through the game.

HOW TO PLAY

PRACTICE MAKES PERFECT

When the game begins after the opening demo, a brief tutorial automatically appears for the first few areas you encounter. Learn how to use the general operations by following the on-screen instructions.

LIFE SHIELD

Mega Man is protected by a Life Shield. The shield limits the amount of damage you receive from enemies. Damage temporarily slows Mega Man down, but after a short period of time he will be back on his feet. If you find yourself destroyed and don't have any tokens, call for Data to come fix you up.

MEGA BUSTER

Press the ◎ **button** to fire. By upgrading Mega Buster, you will become stronger.

SPECIAL WEAPONS

The weapons you can arm are strong but are limited in the amount of ammo available. The available weapons power is shown in the Special Weapons gauge (see p. 13).

If you get something that looks like it could be a potential weapon, show it to Roll. She arms weapons and modifies them for use.

SUPPORT SYSTEM

As the game progresses, talk to Roll and bring her items you find and/or buy. Her expertise and mechanical genius may help you discover how items work or develop special weapons.

ITEM DEVELOPMENT

By using items obtained by Mega Man, Roll can make new items. Talk to Roll to hear her ideas on ways to mix or use items.

SPECIAL WEAPONS CHANGE

You can get new weapons for your Right Arm and charge them up. If you give Roll money for parts, she will strengthen your special weapons. You can customize weapons by refitting them, raising their attack power or increasing their range.

DATA

Mega Man's mysterious partner appears in several places throughout the game, usually with Roll. Speak to him to replenish your Life Shield and save your progress. It's a good idea to talk to him whenever you see him.

GAME OVER

When Mega Man's Life Shield is reduced to zero, the game is over. You can restart from the point where you last saved.

GAME SCREENS

Life Gauge – Indicates the remaining level of Mega Man's Life Shield.

Alarm Lamp – Lights up when an enemy is on screen to attack.

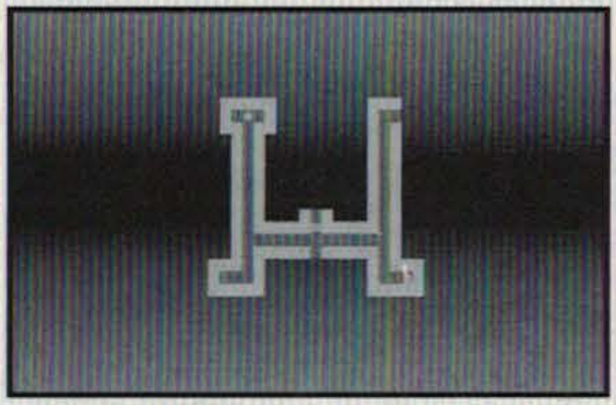
Special Weapon Gauge – Shows how much energy is remaining in Mega Man's Right Arm (battle area only).

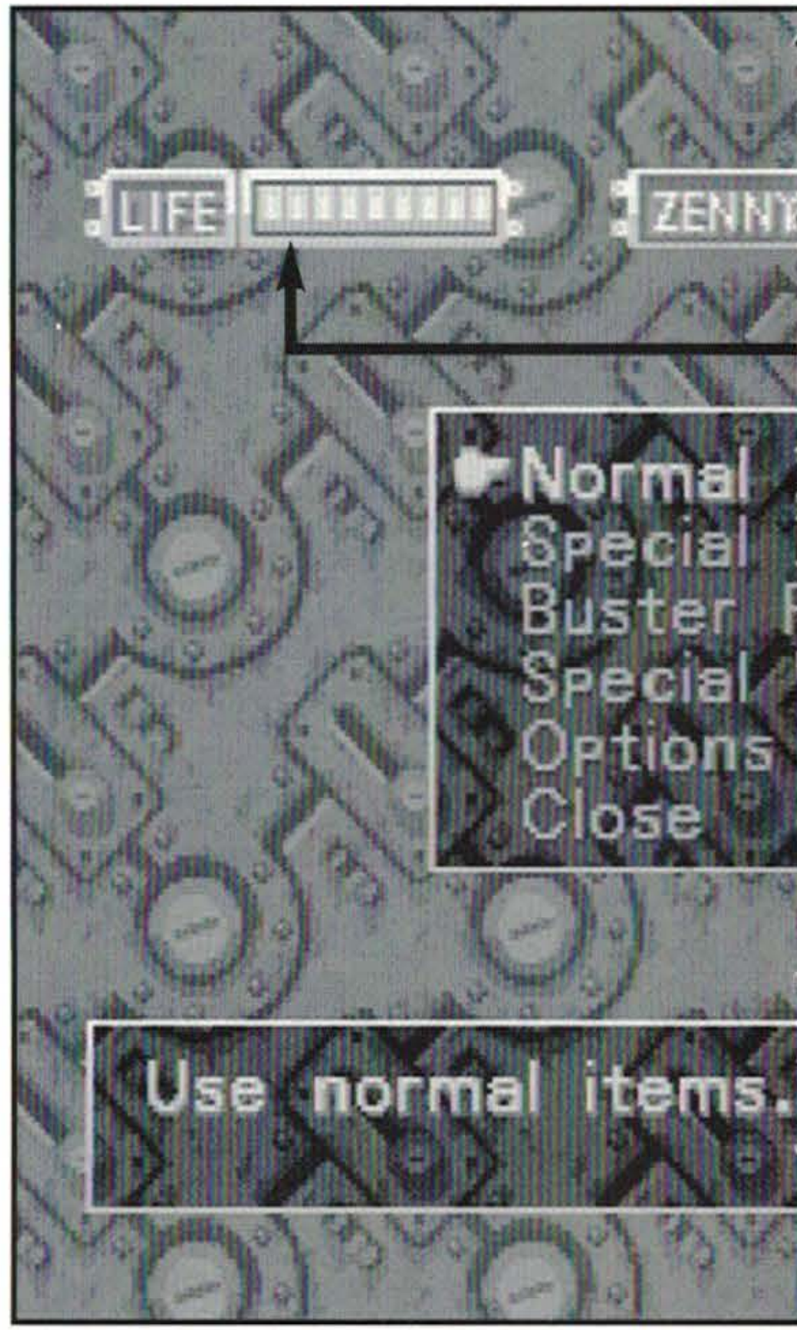
Cavern Map – Shows the auto mapping of the surrounding area (underground caverns only). The cavern map can be turned on or off in the Options menu.

Boss Life Gauge – In battle, as the energy of your opponent decreases, the boss's energy bar will slowly disappear.

AUTOMAPPING

In underground caverns, a map is shown automatically. When you press the **SELECT button**, a complete map of the entire area appears. Press the button again to hide the map and return to the game.





Current elapsed time.

Money remaining.

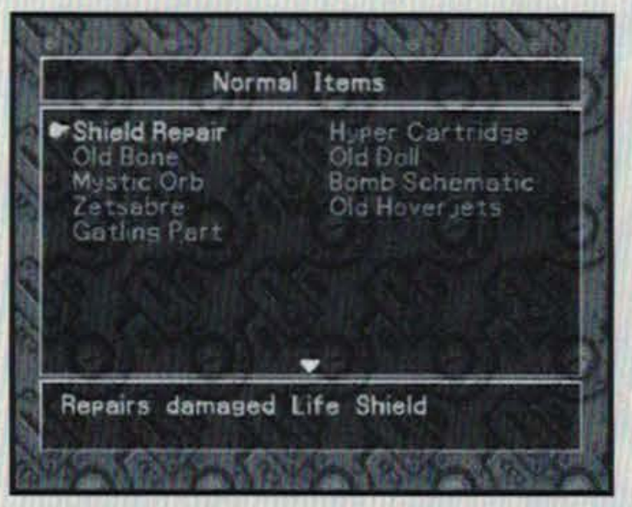
Remaining Life Shields.

Command window – Use the directional buttons to highlight and the ⊗ button to choose.

Explanation window.

While in this menu, press the SELECT button to open the reset option.

NORMAL ITEMS



Move the cursor over different items to get a brief description. To use an item, highlight it and press the Ⓧ **button**.

SPECIAL ITEMS

This option lists the special items found in the game.

BUSTER PARTS

EQUIP – When you want to equip or un-equip a part, choose this option, then go on to choose the part. End by pressing the Ⓧ or **START button**.

SORT – Look up parts. If you choose to do it manually, you can line them up in any order you want. Otherwise they will be organized automatically.

SPECIAL WEAPONS

Here you can view the status of the weapons you have equipped on Mega Man's Right Arm. Use the **directional buttons** to select various weapons to check their status.

ATTACK – Weapon's attack power.

ENERGY – Power energy (for Mega Buster, the charge lasts for one hit only, so aim carefully).

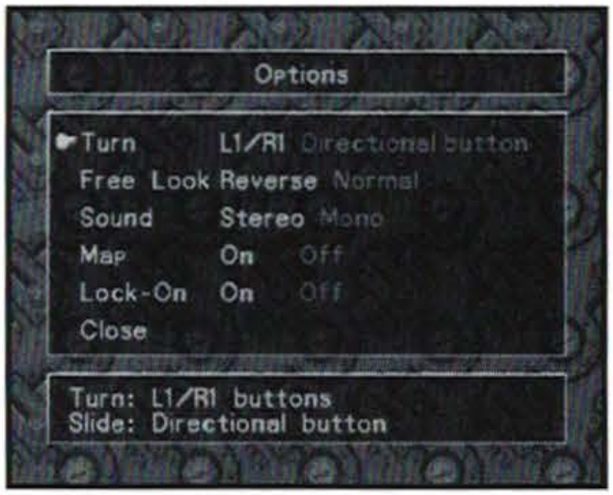
RANGE – Firing distance.

RAPID – Speed.

SPECIAL – Special weapons only.

REMOVE/EQUIP SPECIAL WEAPONS – Remove or equip a special item Roll gave you. (Choose different weapons to equip by talking to Roll.)

OPTIONS SCREEN



You can access the Options screen by selection OPTION at the Title screen or by pressing the **START Button** during play to open the menu screen and then selecting OPTIONS. Use the **directional buttons** to select and change the options.

TURN – Set motion operation for changing direction:

L1, R1 **buttons** – Change Mega Man's direction, and perform side rolls/jumps when used with the **directional buttons.**

directional buttons – Change direction left or right when looking up or down. (Use the R2 **button** to look up or down.)

FREE LOOK – In NORMAL mode, press the **directional buttons** ⬇ to look (or lock) down and ⬆ to look (or lock) up. Choose REVERSE to switch the orientation so that you press ⬆ to look (or lock) down and ⬇ to look (or lock) up.

SOUND – STEREO or MONO.

MAP – Turn the map feature ON or OFF.

LOCK ON – Turn the Lock On auto-targeting feature ON or OFF.

When you finished setting options, press the ◎ **button** to return to game.

BEGINNERS GUIDE

JUNK SHOPS

There are various strengthening items in junk stores and shopping areas. There are Mega Buster power ups, support, and body armor. If you turn your weapons in at a shop, you may have advantages later on in battle.

INVESTIGATING AREAS

Press the ◎ **button** to investigate things you see. Try investigating many different areas and objects.

UNKNOWN ITEMS

You may come across some items you don't understand how to use. Try giving them to Roll for item development and something totally unexpected may develop.

BASIC STRATEGY

Because Mega Man's life is protected by the Life Shield, if he is hit once he will receive little or no damage. When hit repeatedly, however, he may be in trouble. If Mega Man is attacked before his Life Shield recovers, he will also receive damage. Sometimes it is a good idea to retreat.

WEAPONS STRATEGY

Each weapon has its own advantages and disadvantages in the various battle areas. What works well in one area might not be of much use in another. For example, if you've made a mistake by choosing the wrong weapon, do not keep attacking if it looks like you're out-gunned. Go back to Roll and try equipping new weapons.

ITEMS

DEFLECTOR

An important energy resource. Small ones can be used for money, and you never know where you might find one.

ENERGY CUBE

The origin of all energy, the Energy Cube can replenish Mega Man's energy.

ENERGY BOTTLE

The Energy Bottle has the same energy-supplying capability as the Energy Cube, and you can drink it. The bottle itself does not disappear so you can get it refilled many times at a junk shop.

HELMET PARTS

If you put this helmet on Mega Man when you are attacked, it is more difficult for an enemy to damage Mega Man. Once you acquire a Helmet part, you can access it via the menu screen.

ARMORED BODY

If Mega Man locates body armor and equips it, the damage an enemy causes with an attack is reduced by half.

JUMP PARTS

Equip these and Mega Man will jump higher.

DASH PARTS

These skate parts allow Mega Man to Roller Dash. You can equip/unequip Roller Dash from the Key Item screen.

SPECIAL WEAPONS

POWER BUSTER

This is a special weapon with more power and greater range than your normal Buster weapon. It is single-shot only (no rapid fire) and is useful in long-range battles.

MACHINE BUSTER

The Machine Buster is a rapid fire weapon ideal for close range battles with multiple enemies.

SPREAD BUSTER

This is one of the most powerful weapons available, capable of firing multiple shots in several directions simultaneously.

MEGA MAN & FRIENDS

MEGA MAN

14 years ago he was discovered by Barrell and raised as his son. Now he is a digger for the Casket family. The leading diver that explores a dig site, he has many special skills and abilities. It is still unknown why he was originally abandoned as a child.

ROLL CASKET

Mega Man's 14-year-old best friend and companion. When Roll was still a baby her parents disappeared while exploring a dig site. She grew up in her parents' footsteps, excavating dig sites with the hopes of someday discovering what happened to her parents. She is a mechanical genius and loves to repair broken machinery. During a mission, she assists Mega Man above ground as the equipment operator.

BARRELL CASKET

Roll's grandfather. Once a well-known, very successful digger, he is now retired. He uses his vast knowledge and experience to advise Mega Man and Roll on their explorations.

DATA

A mechanical monkey who has been at Mega Man's side ever since he was found. Data only speaks in gibberish, and Mega Man is the only one who can understand him.

BONNE BROTHERS

Bonne Brothers is a family of air pirates who plunder treasure from successful diggers and passing air ships.

TEASEL BONNE

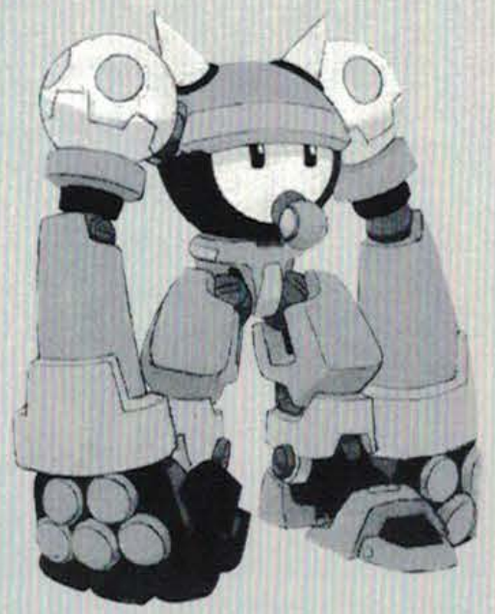
The notorious leader of the Bonne Brothers, Teasel likes to steal treasure in a flamboyant way. He uses his brilliant brain to develop and implement battle strategy. He is also a smooth talker and has never lost an argument. Ironically, he has a secret liking for stuffed animals, toys and model planes.

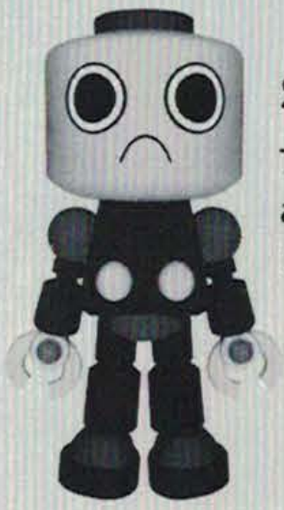
TRON BONNE

The 14-year-old eldest daughter of Teasel Bonne. She is a mechanical wiz who is in charge of repairing and setting up the Bonne's fighting machines and maintaining the Bonne Brothers' flying ship.

BOMB BONNE

The youngest member of the Bonne Brothers. His unusually big size hides that fact that he is really a big baby.





SERVBOTS

These little robots are controlled and mechanically operated by Tron to fight. There are 40 of them, each with numerous characteristics.

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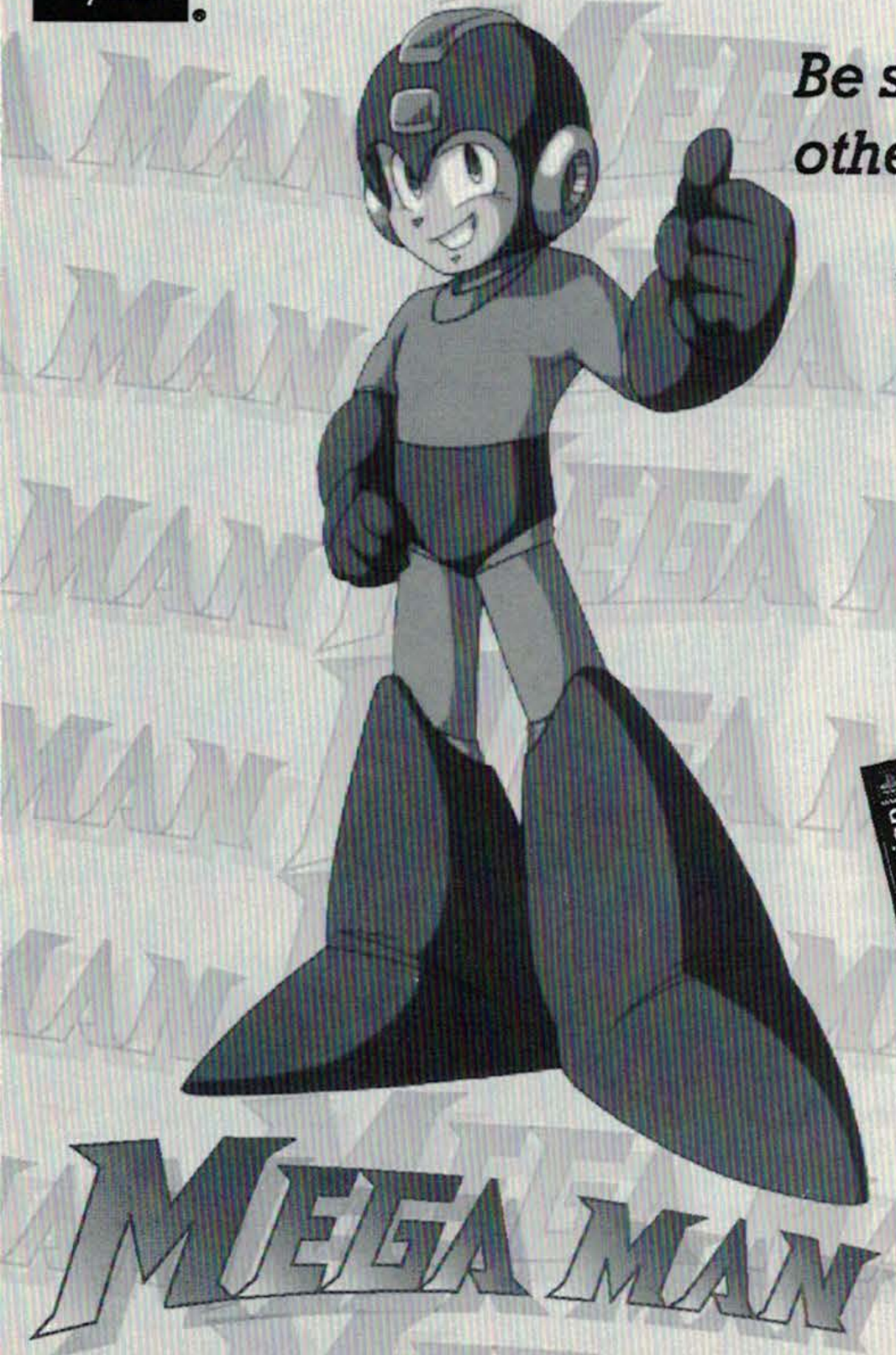

MEGA MAN

Be sure to check out these other "MEGA" adventures!

EVERYONE

E

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VIOLENCE

... is everywhere!

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